



# NECTARIS



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# NECTARIS PRE-BRIEFING

## The 21st century...

With increasing advances in technology, Mankind's long-held dream — the colonization of the Moon — has become a reality.

In the year 2089, a heavily armed force launches an assault on the Moon. Calling themselves the Xenon Empire, the army strikes quickly and overwhelms the Moon's colonial defenses. Within a matter of hours, all lunar outposts fall to the Xenon Empire.

Among them is Base Nectaris, the largest of the lunar outposts.

Unknown to the Xenon invaders, a few units — consisting of nothing more than young recruits- have escaped. They are now planning a counterattack. Little do these brave souls know that their fight will not be a simple rescue mission.

Their assault will determine the fate of Planet Earth...

## MISSION OBJECTIVE

As Commander of the Union Forces, your mission is to defeat the Xenon army. To win, occupy enemy base camps or liquidate all enemy units. Each scenario must be completed within 50 turns. Otherwise you lose.

## STARTING A GAME

At the title screen, there are two options: Begin Game and Scenario Editor.

### Begin Game

Select Begin Game to begin a new campaign or continue a saved campaign.

### Scenario Editor

Select Scenario Editor to create original scenarios.

# BEGIN GAME MENU

## Continue

Continue a saved campaign.

## Main Campaign

A story mode.

## Original Campaign

The story mode from the original Military Madness.

## Mini-Campaigns

44 prize-winning maps designed by amateur gamers for a contest sponsored by Hudsonsoft in Japan.

## Password

Enter stage names to play optional maps.

## Single Scenario

(Displayed only after completing the Main Campaign and Original Campaign) Choose this mode to play cleared stages from the Main Campaign mode. A two-player mode is available.

## Configuration

Display Combat animation in 3D or 2D and set-up your controller.

# SCENARIO EDITOR MENU

## New Scenario

Edit Mini-Campaign, Main Campaign and Original Campaign maps.

Edit Saved Scenario.

Edit scenarios saved on a memory card.

## Play Scenario

Play edited scenarios.

# MAP SELECTION AND SIZE SIDEBAR

Map dimensions range in horizontal and vertical size: 1x1, 1x2, 2x1, and 2x2.

Select a map by using the DIRECTIONAL buttons.

# PLACING UNITS ON THE MAP

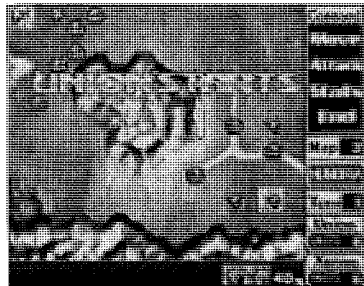
Use the DIRECTIONAL buttons to move the cursor on the map. Press the ✖ button to select a location, then choose a command from the Command sidebar. Choose Select to call up the Unit menu. A second cursor will appear on the Unit menu. To place a unit, first use the DIRECTIONAL buttons to select a unit and confirm your selection with the ✖ button. You will then be prompted to press ■ to place the selected unit.

# DELETING UNITS

Delete a unit by placing the cursor over the unit, then press the TRIANGLE button. Units can only be placed on unoccupied hexagons.

# COMMAND SCREEN

On the grid, the blue units represent the Union's forces. Xenon units are green. To move a unit, place the cursor on the unit. After you confirm your selection, choose a command from the sidebar.



## COMMANDS

### *Move*

Move the unit to a new location by selecting an unoccupied hexagon.

### *Attack*

Attack an enemy unit by placing your unit on an unoccupied hexagon adjacent to the enemy.

### *Stats*

Ground Attack, Ground Attack Range, Air Attack, Air Attack Range, Movement, Defense.

### *End*

Complete your turn or forfeit your turn.

Press **START** to pause the game and call up the Option menu.

#### OPTIONS

##### **Resume Game**

Unpauses the game.

##### **Save**

Saves the current game.

##### **Combat Anim**

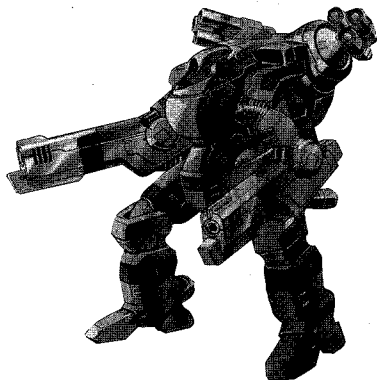
Deactivate the combat animation or choose the animation geometry (3D or 2D).

##### **Controller**

Select a controller type; A, B, L or R.

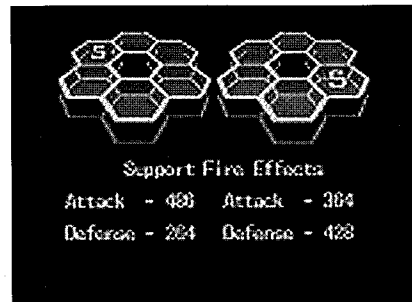
##### **Surrender**

An unconditional surrender to the opposition.



## OFFENSIVE AND DEFENSIVE STRENGTH

Each unit has its own offensive and defensive strengths which can be improved by gaining experience points. Offensive and defensive strengths are affected by the terrain and by friendly units.



Upon selecting **ATTACK** from the Command sidebar, offensive and defensive strengths of each unit are displayed. Surrounding an enemy unit with friendly units will increase your offensive strength. Units on adjacent hexagons increase a units defensive strength.

# TERRAIN TYPES AND EFFECTS



TERRAIN TYPE	DEFENSIVE EFFECT	EFFECT ON TRANSFER CAPACITY
Level ground	5.0%	Decreases TC of motorcycles and trucks
Road	0.0%	No Effect
Wasteland	30.0%	Decreases TC of all ground units
Valley	0.0%	Accessible by infantry, artillery or aircraft
Mountain	40.0%	Accessible by infantry, artillery or aircraft Increases defensive strength
Hill	20.0%	Decreases TC of tire-based units
Bridge	0.0%	No Effect
Factory	0.0%	Units can be repaired
Base camp	35.0%	Increases defensive strength

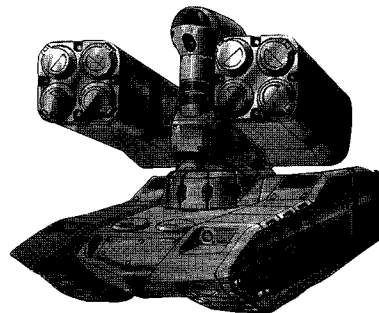
All units in an occupied factory are assimilated into the occupying force. A unit placed on a factory hexagon will restore the unit for the following turn.

## SAVING YOUR GAME




You'll need a Memory Card (sold separately) to save your data. Make sure your Memory Card is properly inserted into Memory Card Slot 1. To save your game, press START, then follow the on-screen instructions.



## LOADING A SAVED GAME








Make sure that the Memory Card with your NECTARIS: MILITARY MADNESS game data is properly inserted into Memory Card Slot 1. Select CONTINUE at the BEGIN GAME menu, then follow the on-screen prompts.







# UNITS


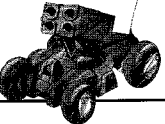
			Attack	Range	Defense	Transfer
<b>AIRPLANE</b>	<b>FX-1 Falcon</b> 	Anti-ground unit	<input type="checkbox"/>	<input type="checkbox"/>	<b>30</b>	<b>12</b>
		Anti-aircraft	<b>90</b>	<b>1</b>		
	<b>AX-87 Eagle</b> 	Anti-ground unit	<b>70</b>	<b>1</b>	<b>30</b>	<b>10</b>
		Anti-aircraft	<b>20</b>	<b>1</b>		
	<b>EF-88 Hunter</b> 	Anti-ground unit	<b>70</b>	<b>1</b>	<b>50</b>	<b>11</b>
		Anti-aircraft	<b>70</b>	<b>1</b>		




<b>TRANSPORT</b>	<b>NC-1 Mule</b> 	Anti-ground unit	<b>10</b>	<b>1</b>	<b>10</b>	<b>6</b>
		Anti-aircraft	<b>10</b>	<b>1</b>		
	<b>C-61 Pelican</b> 	Anti-ground unit	<input type="checkbox"/>	<input type="checkbox"/>	<b>10</b>	<b>9</b>
		Anti-aircraft	<input type="checkbox"/>	<input type="checkbox"/>		

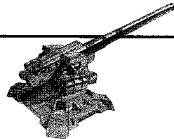

			Attack	Range	Defense	Transfer
<b>TANK</b>	<b>T-79 Grizzly</b> 	Anti-ground unit	<b>70</b>	<b>1</b>	<b>50</b>	<b>4</b>
		Anti-aircraft	<input type="checkbox"/>	<input type="checkbox"/>		
	<b>PT-6 Polar</b> 	Anti-ground unit	<b>60</b>	<b>1</b>	<b>60</b>	<b>4</b>
		Anti-aircraft	<input type="checkbox"/>	<input type="checkbox"/>		
	<b>S-61 Bison</b> 	Anti-ground unit	<b>50</b>	<b>1</b>	<b>40</b>	<b>6</b>
		Anti-aircraft	<input type="checkbox"/>	<input type="checkbox"/>		
	<b>GS-81 Slugger</b> 	Anti-ground unit	<b>50</b>	<b>1</b>	<b>50</b>	<b>7</b>
		Anti-aircraft	<input type="checkbox"/>	<input type="checkbox"/>		
	<b>GT-86 Titan</b> 	Anti-ground unit	<b>60</b>	<b>1</b>	<b>50</b>	<b>5</b>
		Anti-aircraft	<input type="checkbox"/>	<input type="checkbox"/>		
	<b>NHB-2 Giant</b> 	Anti-ground unit	<b>90</b>	<b>1</b>	<b>80</b>	<b>2</b>
		Anti-aircraft	<b>40</b>	<b>1</b>		
<b>TT-1 Lenet</b> 	Anti-ground unit	<b>45</b>	<b>1</b>	<b>30</b>	<b>5</b>	
	Anti-aircraft	<input type="checkbox"/>	<input type="checkbox"/>			

		Attack	Range	Defense	Transfer	
<b>ANTI-AIR</b>	<b>AAG-4 Seeker</b> 	Anti-ground unit	30	1	30	6
		Anti-aircraft	65	1		
	<b>M-107 Hawkeye</b> 	Anti-ground unit	<input type="checkbox"/>	<input type="checkbox"/>	30	5
		Anti-aircraft	85	5		

<b>SELF-PROPELLED</b>	<b>SG-4 Hadrian</b> 	Anti-ground unit	45	5	30	4
		Anti-aircraft	<input type="checkbox"/>	<input type="checkbox"/>		
	<b>MR-22 Octopus</b> 	Anti-ground unit	60	4	30	4
		Anti-aircraft	<input type="checkbox"/>	<input type="checkbox"/>		

<b>LIGHT-VEHICLE</b>	<b>MB-5 Rabbit</b> 	Anti-ground unit	70	1	20	8
		Anti-aircraft	10	1		
	<b>MB-4 Lynx</b> 	Anti-ground unit	40	2	20	6
		Anti-aircraft	10	1		

		Attack	Range	Defense	Transfer	
<b>INFANTRY</b>	<b>GX-77 Robbie</b> 	Anti-ground unit	10	1	4	3
		Anti-aircraft	10	1		
	<b>GX-87 Kilroy</b> 	Anti-ground unit	40	1	10	2
		Anti-aircraft	10	1		
	<b>CBX-1 Panther</b> 	Anti-ground unit	10	1	9	8
		Anti-aircraft	10	1		

<b>OTHER</b>	<b>SS-80 Atlas</b> 	Anti-ground unit	90	6	20	<input type="checkbox"/>
		Anti-aircraft	<input type="checkbox"/>	<input type="checkbox"/>		
	<b>SS-80 Trigger</b> 	Anti-ground unit	<input type="checkbox"/>	<input type="checkbox"/>	80	<input type="checkbox"/>
		Anti-aircraft	<input type="checkbox"/>	<input type="checkbox"/>		



# STAGE NAMES

Listed below are the passwords/stage names for the first five levels.

LEVEL	PASSWORD
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1	RANDAL
2	HUNDRA
3	CINBER
4	MARLIN
5	BAYARD

# CREDITS

## Jaleco USA, Inc.

President.....Ken Nakata  
Vice President.....Greg Hasler  
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Packaging Design .....Murrie Lienhart Rysner & Assoc.

## ESRB RATING

This product has been rated by the Entertainment Software Ratings Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1 (800) 771-3772.